

CAREER HIGHLIGHTS

- Worked on over 33 individual books in three years.
- Designed consecutive edition covers across 7 different book series.
- Mentored illustration team in animation production, enabling new cooperative ventures with other departments and medical professionals.

INDUSTRIES

- Graphic Design
- Animation (TV and Film)
- Publishing
- Media Production
- Video Editing

EXPERTISE

- Graphic Design
- Animation
- Storyboarding
- Character Design
- Illustration
- Video Editing

TECHNICAL SKILLS

- Adobe Creative Suite
 - Photoshop
 - InDesign
 - After Effects
- Toon Boom Harmony
- Clip Studio Paint
- Procreate
- VEED
- Microsoft Office Suite

LANGUAGES

- Mandarin Chinese - Fluent
- English - Fluent

EDUCATION

NEW YORK UNIVERSITY

Tisch School of the Arts
Film and Television - Major
Game Design - Minor

Bachelor of Fine Arts - 2021
Cumulative GPA - 3.62

COURSES

- Advanced Animation Production
- Storyboarding
- Stop Motion Animation
- Animation: Pitching to Pipeline to Production
- Sight and Sound: Filmmaking
- Motion Design and Titles
- Intermediate Game Development

CINDY LIN

*cinxinlin@gmail.com • (201) 800 5996 • Portfolio: cindy-lin.com •
LinkedIn: <https://www.linkedin.com/in/cinxinlin>*

OBJECTIVE

Seeking new career opportunities in **GRAPHIC DESIGN, ANIMATION,** and **ILLUSTRATION.**

WORK EXPERIENCE

ELSEVIER

2021 - Present

Academic publishing company specializing in scientific, technical, and medical content.

Print and Digital Graphic Designer & Animator

Graphic Design

- Worked with practicing medical professionals and production editors to design medical reference textbook covers across multiple series in Adobe InDesign.
- Designed page layouts for the front matter and table of contents, incorporating relevant medical photography, microscopic images, and illustrations.

Printing

- Formatted Adobe InDesign and Photoshop files for CMYK, RGB, and 5-color printing.
- Troubleshoot and researched errors from printing company for other employees.

Animation

- Delivered weekly workshops on the fundamentals of animation, Toon Boom Harmony, and Adobe After Effects, advising on various animation projects.
- Edited existing Adobe After Effects files to fit ongoing production needs.

POUNDING PAVEMENT 101

2018 - Present

Recruitment, career counseling, and job searching coaching company.

Freelance Video Editor

Video Editing

- Created speaker video demo using provided media and stock video footage in Adobe After Effects.
- Edited videos and shorts for regularly scheduled YouTube releases.
- Created custom animations and motion graphics, keeping with established branding.
- Edited and timed closed captioning using VEED.

SAGACITY LEGAL

2022 - 2024

Law firm focused on intellectual property, trademarks, and patent management.

Freelance Video Editor & Graphic Designer

Video Editing

- Edited videos and shorts for regularly scheduled YouTube releases.
- Created custom animations and motion graphics, keeping with established branding.
- Edited and timed closed captioning using VEED.

Graphic Design

- Formatted graphics and text for a digitally distributed informational eBook.

POKE TIME

Feb 2019

Poke bowl and boba restaurant.

Freelance Graphic Designer

Graphic Design

- Designed logos and promotional signage in Clip Studio Paint, Adobe Photoshop, and Procreate.

DR. CHERYL LEJEWELL JACKSON

Fall 2018

Industrial-organizational psychology speaker, writer, and consultant.

Freelance Video Editor

Video Editing

- Created speaker video demo using provided media and stock video footage in Adobe After Effects.
- Created custom animations and motion graphics, keeping with established branding.
- Edited photos for use in marketing in Adobe Photoshop.

ADDITIONAL WORK EXPERIENCE

NYU STUDENT TECH CENTER ASSISTANT

Sept 2019 – Mar 2020

New York University-run locations that provide IT support and tech related services.

- Created digital graphics for use in emails and cards in Adobe Photoshop.
- Formatted customer files for the on-location large format printer.
- Set up gaming consoles (Playstation, Xbox, Nintendo Switch), VR consoles (HTC Vive, Oculus Rift), projectors, and visual and audio recording equipment for use.
- Provided front desk service for multiple tech centers, including answering the phone, setting up appointments, and answering inquiries about facility services.

ID TECH CAMPS COUNSELOR

Jun 2019 – Aug 2019

Global summer camp dedicated to teaching children computer technology.

- Taught children ages 7 – 17 software (video editing, screen recording, Adobe Creative Suite, 3D Maya) and hardware (camera, microphone, computer) skills.
- Adjusted and taught premade course work to maximize interest in subjects.
- Maintained and inventoried tech equipment.
- Troubleshoot any software and hardware issues.

GVATE LLC STUDENT INTERN

Sept 2016 – Jun 2017

Digital marketing and SEO management company.

- Animated short videos defining digital marketing terminology in Blender and iMovie.

CINDY LIN

cinxinlin@gmail.com • (201) 800 5996 • Portfolio: cindy-lin.com •
LinkedIn: <https://www.linkedin.com/in/cinxinlin>

ANIMATION PROJECTS

TO THE KING

2023

Original music video inspired by the game Hollow Knight.

- Animated a shot based on given storyboard and layouts in Toon Boom Harmony.
- Composited footage and added additional visual effects in Adobe After Effects.
<https://youtu.be/y73cEwyqSqA?t=154>

NYU SAL 48 HOUR CHALLENGE

Oct 2020

48 hour challenge hosted by the NYU Student Animation League.

- Worked with a partner to conceptualize, storyboard, animate, and color a short within 48 hours in Toon Boom Harmony.
- Composited and formatted all animation in Adobe After Effects.
<https://youtu.be/dJrcMcBNUKY>

DOGGY MARCH

2019 – 2020

Short animated film about my dad, my dog, and the uselessness of fences.

- Created storyboards and layouts.
- Designed characters and illustrated backgrounds in Adobe Photoshop.
- Animated and colored all scenes in Toon Boom Harmony.
<https://youtu.be/gSUiF81OJO4>

SONIC X REANIMATE

2019

Collaboration in reanimating an episode of the cartoon series Sonic X.

- Animated and formatted a shot based on existing footage in Toon Boom Harmony.
- Animated a gif of a character to be greenscreened in end credits.
<https://youtu.be/RFvDJojoIWE?t=1034>

ILLUSTRATION PROJECTS

SOUL CARNIVAL ZINE

2022

Collaborative illustration collection inspired by the game Hollow Knight.

All sales were donated to the Human Appeal Australia charity organization.

- Illustrated art prints in Clip Studio Paint for physical and digital distribution.
- Illustrated double-sided keychain merchandise.
<https://hkcarnivalzine.bigcartel.com/>

STEEL THY ZINE!

2021

Collaborative writing and illustration collection inspired by the game Shovel Knight.

All sales were donated to Direct Relief for Hurricane Ida and National Alliance on Mental Illness.

- Illustrated art prints and assets in Clip Studio Paint for physical and digital distribution.
- Illustrated playing cards merchandise.
<https://steelthyzine.bigcartel.com/>

THE HUNTER'S JOURNAL ZINE

2020

Collaborative artistic compendium of the enemies in the game Hollow Knight.

All sales were donated to the NAACP Legal Defense Fund.

2020 Games Done Quick charity marathon raffle prize for Doctors Without Borders donations.

- Illustrated assets in Clip Studio Paint for physical and digital distribution.
<https://thehuntersjournalzine.bigcartel.com/>

VOID ART & ZOTE MINI-ZINES

2020

Additional collaborative illustration collections bundled with the Hunter's Journal Zine.

- Illustrated art prints using ink and Clip Studio Paint for physical and digital distribution.

GAME ASSET CREATION

2017 – 2019

Studio Slaughter • AntiChrist • 1403 • Monarch Mayhem • Singled Out • Dungeons & Dragons

- Designed and illustrated characters and visual assets (pen and pencil, Adobe Photoshop) in a variety of styles, for various student game development assignments and game jams.
- Formatted images and prototype assets for large format printing.

HONORS & AWARDS

- National Honor Society
- National French Honor Society
- AP Scholar with Distinction
- Academic Varsity Letter
- Dave Tedesco Pi-oneers Scholarship

HOBBIES & INTERESTS

- Animated films & music videos
- Crochet
- Final Fantasy XIV
- Gaming
- Gardening
- Cats

CINDY LIN

cinxinlin@gmail.com • (201) 800 5996 • Portfolio: cindy-lin.com •
LinkedIn: <https://www.linkedin.com/in/cinxinlin>

ADDITIONAL PROJECTS



FIRST ROBOTICS

2013 - 2017

Global organization dedicated to inspiring young people to be science and tech leaders by engaging them in mentor-based programs that build science, engineering, and technology skills.

Animation Subdivision Member

Leadership

- Directed a team of 4-6 animators to work on narrative and safety PSA projects.
- Taught the fundamentals of 3D animation, the production pipeline, and Blender software.

Animation

- Generated ideas, storyboards, and thumbnails for short videos to present to mentors, and to use in production.
- Designed characters, backgrounds, props, and lighting based on set parameters and mentor feedback.
- Modeled, rigged, and animated simple characters, props, and backgrounds in Blender.
- Composited shots, edited videos, added sound effects and background music in iMovie.

Graphic Design

- Designed and illustrated logos for pins, banners, and T-shirts using Adobe Photoshop.

Awards

- 2017 Digital Animation Award - Top 10
- 2016 Dave Lavery Animation Award - Judges Award
- 2017 Festival of Champions
- Winner
- 2017 World Championship
- St Louis Winner
- Daly/Arc Entrepreneurship Award
- 2016 World Championship – St. Louis
- Newton/Hopper Quarter-Finalist
- Newton/Hopper Engineering Inspiration Award
- Safety Hard Hat Award
- 2015 World Championship
- Semi-Finalist
- Newton/Hopper Industrial Safety Award
- 2014 - 2017 Other Regional Awards
- Robot Awards: 11
- Safety Awards: 9
- Entrepreneurship Awards: 5
- Engineering Inspiration Awards: 5
- Chairman's Awards: 4